SAN ANTONIO NEWSLETTER

DEC. 1987

C/FO

Merry X-mas from NIKKI & RIKKY

C/FO-SAN ANTONIO NEWSLETTER

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WHAT IS C/FO-SAN ANTONIO

The Cartoon/Fantasy Organization is a world-wide fan group dedicated to the enjoyment of animation and fantasy from all over the world. C/FO-San Antonio is a chapter affiliated with the general C/FO. Membership in C/FO-San Antonio is is to anyone interested in animation, whether or not you are a member of the general C/FO. No chapter dues are required of Associate members. Associate members are listed in the C/FO-SA Membership Directory, receive a bit of priority when it comes to obtaining tape copies from the chapter video library or membership in APA HASHIN, and can form branch organizations in their own area. Sustaining Membership costs $3.00 a year and entitles all of the above benefits plus a copy of the annual Chapter Handbook/Membership Directory published each spring. Subscriptions to the C/FO-San Antonio Newsletter are extra. C/FO-San Antonio is a democratic, not-for-profit, educational organization.

C/FO-SAN ANTONIO MEETINGS

C/FO-San Antonio currently meets on the second Sunday of every month at the meeting room of the Winston Apartments, located on Sir Winston Drive, just off of Blanco Road north of Loop 410 in north central San Antonio. Anyone needing directions should contact either Brian Sutton (512-655-4708), Randall Stukey (512-655-2678), or Robert Gibson (512-657-7296). Donations of $1.00 from General C/FO members and $2.00 from non-general C/FO members are requested from all attending the main meeting. A second meeting is often held late in the month, call Robert Gibson for more information.

JOINING THE GENERAL C/FO

Although membership in the general C/FO is not required for membership in C/FO-San Antonio, we do encourage people to join the general organization. Dues are currently $12.50 a year. Mail your dues along with your name, address, phone number, a list of your six favorite anime series or features, and a list of any C/FO chapters you are offically a member of to:

Cartoon/Fantasy Organization
Attn: New Membership
P.O. Box 18261
San Antonio, TX 78218-0261

PUBLICATION INFORMATION

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Ben Dunn	(Cover)
Nei Mo Han	(p 7)
Pat Munson-Siter	(Insert Book 2)
Andy Temple	(p 8)

SUBSCRIPTIONS/TRADES

The C/FO-SAN ANTONIO NEWSLETTER is currently published monthly, but this publication schedule is not guaranteed. Subscriptions costs are as follows:

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CONTRIBUTIONS

Contributions of art, articles, fiction, news, synopses, etc. are ALWAYS NEEDED. Despite are "fancy" format, this is a FAN publication, we'll print almost anything anime-related that is in good taste (this is a family publication) and that is not too big or too long. All substantial contributors to an issue will get their subscription extended by one issue!

ADVERTISING

Free ads are inserted at the sole discretion of the editor. The base rate for camera-ready copy is $30.00 per full page. Advertisers are solely responsible for the accuracy and content of their ads!

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EDITORIAL MUTTERINGS

CONTRIBUTING EDITORS: If you will look at the Publishing Information column, you will note that two new names appear on the list of Editorial Staff. Many publications use the title of Contributing Editor as an honor to bestow on their regular authors and I have decided to do the same. I will use the term to honor some of our more prolific authors, especially those who edit and assemble the insert booklets which are so popular with the readship. Our first two Contributing Editors are Marg Baskin and Patricia Munson-Siter. Marg wrote the booklets on DRAGONAR and SPT LAYZNER which were star attractions in this publication. Marg has already completed two additional insert booklets, one on HEAVY METAL L-GAIM and the other on ZILLION, which will be appearing next year. Pat has written numerous articles for this newsletter, not to mention the GATCHAMAN insert booklet in this issue and a great deal of artwork.

SUBMISSIONS DESIRED: How about some more submissions, folks? Karen was right when she mentioned in last month's SDF-Fort Worth Report that the same old names are seen over and over again in this newsletter. As we have over 200 members, there is NO EXCUSE for this. Most of you are capable of writing an article on something anime-related.

Unless you want to do an insert booklet (if you really do want to do an insert book, call me and we will talk about it), all you have to do is type or print your article neatly and send it to the editorial address in on the inside front cover of this newsletter. Your grammar and spelling do NOT have to be perfect, we will correct your errors (and probably insert a few of our own). Your name should be clearly marked on each page and each page should be numbered. I print just about everything I get, so do not worry about your efforts being "not good enough", I have only turned down one article for that reason in over two years.

You do need to remember a few things, however. First of all, this is a family publication; I am not going to print reviews or synopses of Cream Lemons or their ilk, nor am I going to print X-rated stories or materials. Sorry. Second, you need to query first on fiction. Fan fiction is not very popular among the readers of this newsletter so I can only use a limited amount. In fact, most of what I have had to turn down has been fan fiction. Third, I generally reject articles with heavy political overtones because most of this newsletter's readers are not interested in seeing such things. Finally, I am not interested in articles that make "corrections" and "improvements" to another's work, especially if that work is a translation!

What am I looking for? Simple; articles about anime or things related to anime (e.g. manga, giant robot RPGs, anime models), reviews, articles written to make the reader think, and articles about Japan and Japanese culture. Pleae note that we are not limiting ourselves to Japanese anime! I am interested in short articles on anime from anywhere in the world.

There are a very new or seldom-seen authors in this issue of the newsletter, if we are too expand our sheet-count as we have planned next year, we need YOUR ARTICLES!

HAPPY HOLIDAYS: Finally, there are far too many of you to for me to send individual cards and presents to this year. I simply don't have the time, but I want you all to knw that I am thinking about you and wishing you the best of holiday seasons and the very best for 1988!!

Happy HanukKah, Merry Christmas, & a Happy New Year to all

Randall S. Stukey, Editor
Chief Protector Against Silliness (CPAS)

ANIME FANDOM NEWSWIRE
Compiled (with occasional commentary) by Randall Stukey -- with a little help from his friends (like Stephen Cherry)

ANIME TODAY, Henry Jenrg's translation newsletter that was mentioned a couple of issues ago is MONTHLY (not bi-monthly as we reported) and has expanded to 6 pages an issue. The price has also been raised to $6.00 so that Henry will not lose (too much) money on the project. ANIME TODAY will come out at the end of the month so that subscribers can send in photocopies of articles they'd like translated to Henry during the first half of the month. Contact Henry Jenrg at W0158 Jester Center Halls, Austin, TX 78705.

NEW C/FO BULLETIN #3 was mailed to all C/FO members of record on November 14, 1987. This issue was in the mini-bulletin form that is now planned for all future issues (except that we plan to have room for a cover on future issues). A ballot on a proposed bylaws amendment was included with this issue, if you haven't already voted, PLEASE DO (and please take time to answer the survey portion of the ballot!). The fourth issue will be mailed around the first of the year and will include a huge article on SAINT SAIYA and more ZETA GUNDAM synopses.

The latest issue of the Earth Defense Command's clubzine, NOVA, made its appearance at last month's DALLAS FANTASY FAIR. This issue, NOVA #11, is the third issue this year and it is just as good as #10, which was reviewed in these pages a couple of months ago. Subscriptions are $8.00 for two issues, for more information contact: Earth Defense Command, P.O. Box 515942, Dallas, TX 75251-5942.

A group called ISSI, Inc. has published an excellent 10 page sysnopsis/translation of WINGS OF HONNEAMISE. For information on obtaining a copy send a SASE to: ISSI, Inc., Suite 221, 7536 Forsyth Blvd, Clayton, MO 63105.

SONG TRANSLATIONS
By Kevin Leahy

[Kevin has sent several song translations, I have selected two that I haven't seen printed in just about every anime publication at one time or another. YOUR SONG is the closing theme to VAMPIRE HUNTER D and WIND AND BOOK SERENADE is the closing theme to the FANTASTIC ADVENTURE OF YOHKO: LEDA---RSS]

YOUR SONG

Your song is there in the wind
I've heard it feels like a human voice
Darkness marks you
Now you've reached me, though only in a message
I continued to wait for one
Last night it arrived
Dear in mystery, your song
I always feel it near
Only your song
Another sad affair returns in brilliance
Only your song
Sing, your only strength from words
    Close your ears
    Till the morning
    And if you love me, need me
    Let me hear you say
    I want to sing
    I love you
    You've gone beyond time just to rescue me
Your song is limitless
Play it sadly and gently
Searching by means of only your song
Falling out of the ash grey sky

Once again I give up the whole dream
I want to go to meet you
And then, if or when we meet
In that time you and I will sing
Only your song
Where we'll meet I don't yet know
Chorus:
I just wanna stay inside
You just wanna go outside
Who's gonna make you up?
Who's gonna make me down?
You say you turn to the right
I say I turn to the left
Why do you go forward?
Why do I go backward?

* * * * * * * * * * *

WIND AND BOOK SERENADE

We passed in the center of each other's eyes,
and after that my will was gone.
But why then are the memories so brilliant?
Not far away I can see your love
My heart beating cheerfully,
I was really quite unrestrained
Now the wind and love serenade
The message is a rainbow in my heart
But I'm a clumsy child and so couldn't say it
In the middle of a good dream, whispers of the soul
Isn't it embracing

For some unknown reason I feign a kiss
But I'm trembling, I so dislike tears
Time just doesn't pass, nor do the painful sentiments
Someday I'll be yours, residing in the center of your eyes
Now the wind and love serenade
The message is a rainbow in my heart
Not too high in the eastern sky, I want to report
The kind of stardust that glitters before me
Please look at it

I, too, have felt the sarrow of an only child
In the middle of a good dream, whispers of the soul
Isn't it embracing?
Isn't it embracing?
Isn't it embracing...

FIGHIN' BOB'S ADVENTURES IN FORT WORTH

By Karen/Yuki

CHAPTER THE FIRST: Arrival

The sleek spacefaring passenger train slowed as it began it's descent to the landing bay. As the Anime Express neared Fort Worth, Fightin' Bob gazed out of the window at the mammoth mecha poised in the center of the large city complex. The great ship, the SDF-Fort Worth, where the city's name originated, was now an integral part of the city's life.

Fightin' Bob couldn't remember what had caused the ship's appearance. Was it the fallout caused by the Kobayoshi Maru test, which having been "reprogrammed" by a cadet named Kirk, suddenly exploded or had it been left behind after the failure of Medoly Silver's test marketing of the RoboBlech movie? Whatever the cause, the giant ship had appeared and was now the site of great scientific and social advances. It was also the home of the SDF-Fort Wortj crew --- some of C/FO Special Branch's earliest and closest allies.

The sound of the train's whistle signaling its approach to the station brought Fightin' Bob's thoughts back to the present. The Fort Worth station of the Anime Express loomed into view as the famous train rolled up to its destination. Bob knew most of the stations on this route were creatively constructed to reflect some aspect of the locale, but---a stockyard? The builders even furnished an authentic ODOR for the passengers'...pleasure(?). Now he'd seen everything.

With the moan of steel under stress and the squeal of powerful brakes, the train slowly came to a stop inside the station. Bob gathered his gear and prepared to begin the footwork of his investigation. As he stepped off of the train, Fightin' Bob scanned the crowded station searching for the escort from the SDF who was supposed to meet him. Then he saw her. Standing in a swirl of steam fom the train's engines, her hair blowing about delicately in the mist, was the well-known guide for a priveleged few passengers of the Anime Express....Yuki of Fort Worth.

He rushed up to meet her. "Yuki! So glad to see you," he said, setting his luggage down. No sooner had his baggage touched the ground than a young boy appeared from nowhere dressed in a ragged, high-collared jacket and tattered pants, eager to "assist" the passenger with his load.

Although Yuki hardly seemed to notice the boy, Bob decided to keep an eye on him anyway.

"Is it true? Is he really...dead?" Yuki asked, the tears in her eyes threatened to roll down her cheeks in typical Matsumoto style. "Good effect," thought Bob.

"Yes, unfortunately," he sighed. "That's what brings me here."

"Gee, I thought the Anime Express brought you," chimed in the young boy.

"There went your tip, kid," Bob mumbled to the lad, then turning his attention back to Yuki he continued, "I'm following up on a lead that Baka found...."

She gasped as she realized the implications. "You don't mean you believe someone here could actually be responsible, do you?" She paused a moment and decided to amend her statement, "Well, now that I think about it, this area does seem to have more than its share of rebels, mutants, and general social upheaval."

Bob nodded in agreement as the boy excitedly jumped in, "I'll bet it was that slimely old Count Mecca-magnesia! He is always out killing someone just for fun... But THIS! Kenstukey was my HERO! Tell me Mr. Bob, did he really talk like John Wayne?"

"Huh?" was all that Bob could manage in reply.

Yuki came to Bob's rescue. "We'd better be leaving now. I'm sure that you'll be wanting to talk to the Commander as soon as possible. By the way," she added, indicating the boy, "this is Tetsuro Yojimbo, one of our EAGER young cadets."

"Uh, yeah. I noticed," said Bob.

Tetsuro chuckled nervously, then picked up the luggage and began to follow as the two adults headed out of the station.

Yuki lead them through the terminal to their exit, Docking Bay 94, where Fightin' Bob got his first gander at---the Millenium Condor---a huge piece of...transportation...that didn't appear to be altogether safe.

"Captain!" Yuki called to the young man adjusting some sort of instrument on the exterior of the craft. "Is the Condor ready for departure?"

"Hi there!" responded Captain Arsene Solo. "Uh, I was wanting to talk to you about that."

"We're going to the SDF-Fort Worth in THAT!!" Bob cried, unable to control his trepidation.

"Hey! Don't knock it," defended Solo. "One more payment and this baby's mine!"

As they walked on board, Yuki whispered to Bob, "He's been saying that for years now." Then in a normal voice she added, "It's okay. We should be just fine. After all, it isn't THAT far to the SDF."

Bob forced himself to return her grin as he took his seat, not really reassured by her remark. One swift kick to the control panel later and Solo had the troop on their way.

* * * * * * * * * * *

"Commander, I have those files you requested on tuxedo shops in the area," said a slender, blonde-haired woman. "Although I don't know what you need them for---unless you're planning to take some dazzling young woman out on a well-deserved night on the town," she hinted while primping her hair.

Shogo Takatoku, the Commander of the SDF Fort Worth, looked at her out of the corner of his eye wondering "Why me?" and said, "No, Sarah, I'm sorry but I happen to be working on a request from Fightin' Bob of the Special Branch of C/FO Headquarters. He's coming all the way from San Antonio on a mission of great importance. It seems they have had some trouble down there. For a change, it isn't here in our own back yard!"

Just as the Commander finished his sentence, the door to the conference room whooshed open, admitting Yuki and Fightin' Bob.

Bob stepped into the room. As the door automatically slid shut behind him, he could almost swear he heard the words "Glad to be of service" whispered from the doorway. He shook his head. "I must be tired from the trip," he thought.

Breaking Bob's bewilderment, the Commander greeted him warmly, "Fightin' Bob! So nice to see you." He shook Bob's hand, adding, "I only wish it were under more pleasant circumstances."

Bob looked up intending to return the greeting when he suddenly noticed the young woman standing beside the Commander. "Eve!" Bob exclaimed. "There you are! We've been wondering what happened to you."

The Lieutenant blushed as Commander Takatoku quickly jumped in to explain. "Uh, Fightin' Bob, this is Lt. Sarah Tokimatsuri. She used to work for the Mega-Dombe project before coming here. Eve's programmer seems to have had a crush on Sarah and, well, he used her as sort of a model."

"Oh. I see," said Bob, a little embarrassed.

"Nice to meet you," replied Sarah, flattered at his reaction.

Hoping to help Bob out, Commander Takatoku decided to change the subject. "Now, I believe we have some business to discuss," he declared. "What clues do you have so far?"

With that Bob began the long narration of the bizarre events which lead to Ran's demise [see "The Maltese Gundam"-the ed], thoroughly confusing everyone!

"I don't get it. What do tuxedos have to do with a killer L-Gaim?" asked Sarah.

"A MOBILE suit," clarified Bob.

"Oh," she responded, obviously still confused.

Continuing with his original train of thought Bob said, "I'm not sure, but the 'suit' being rented from up here could very well be just a trick to keep us off balance. Whoever it is is sure doing a good job of it!"

"But why make it look like Haman Khan?" Yuki wondered. "I mean of all places for her to show up, why Fort Worth? No one here has even SEEN any of her episodes!"

"This thing is getting stranger all the TIME," thought Bob.

"Could someone be disguising themselves as Haman?" asked the Commander.

"Hey that's right! Don't some of the DALLOS crew have ZETA GUNDAM episodes? Maybe one of them had something against Ran," Sarah suggested.

"I can't believe that. Who could possibly have a grudge against Ran?" asked Yuki. "He was such a kind, understanding, cooperative, diplomatic..."

Fightin' Bob stared open-mouthed at Yuki, then turned and whispered, "Is she for real?" to Shogo. The Commander simpy shrugged and smiled apologetically.

Shogo then decided to speak up, "Maybe we should visit this tuxedo shop and see what turns up?"

Everyone liked this suggestion and agreed to do just that the following day.

* * * * * * * * * * *

First thing in the morning, the entire group piled into the Millenium Condor. Soon they were cruising the streets of Fort Worth in search of the tuxedo shop in question.

"Well, did everyone have a good breakfast?" asked Captain Solo. He didn't notice the entire group behind him struggling to keep down just that as the Condor violently rattled its way down the red-bricked roadway. "I always love a good meal in the morning; especially when it's cooked in grease until the food comes out just dripping with the stuff!"

"Uh, Solo," gulped Commander Takatoku, "would you mind not being so descriptive?!"

"Oh. Right," Solo said. "Sorry 'bout that. I can't seem to help myself. I just get on a subject and my mind suddenly thinks of all of these colorful descriptions and it keeps working and throwing ideas at me until I just have to blurt it all out in a massive run-on sentence like this one!"

Suddenly a red light began to blink insistently on Solo's control panel.

"What's that flashing?" inquired Bob.

Solo thought about his response, smiled, and decided to just answer the question. "It means the super-sophisticated Three-Amigas computer onboard, which Louis Yashica and I recently installed, has discovered something."

"What?!" everyone asked in unison.

"We are being followed."

TO BE CONTINUED, SAME SDF-TIME, SAME SDF-PLACE!

DECEMBER MEETING SCHEDULE

1:00-1:30	Ge Ge Ge no Kitaro #?	5:00-5:30	City Hunter #9
2:30-2:00	Mobile Suit Gundam #2	5:30-6:00	Votoms #19
2:00-2:30	Urusei Yatsura #136	6:00-7:00	Dinner Break
2:30-3:00	Gatchaman #103	7:00-8:30	Project A-ko (Subtitled)
3:00-3:30	Dragonar #2 (*)	8:30-9:30	Prefectual High School
3:30-4:00	C/FO Meeting	9:30-10:00	Hokuto no Ken 2 #116
4:00-4:30	Saint Seiya #6	10:00-10:30	Dirty Pair #6
4:30-5:00	Hokuto no Ken #93	10:30-??:??	Requests

(*) C/FO-San Antonio Executive Board Meeting

Synopses for many of these shows follow. Please remember that these synopses are done by amatuer fans of the the individual series, some of whom do not even understand Japanese. Accuracy is not promised, but even a somewhat inaccurace synopsis is far better than no synopsis at all, especially if you would otherwise had not have any idea what is going on!

GUNDAM #2
by Ray Elliott

This episode begins with a major attack on Side 7 by Side 3 forces led by Char. During this attack, "White Base" is hit and all of the older officers are killed except for the Captain, who, badly wounded, turns command over to military cadet Bright Noah. During the evacuation of Side 7 civilians to "White Base", we first see Saylah Mass, Mirai Yashima, Ryuu Hosei, and Kai Shiden.

As the battle progresses, Char leads a group of men in an attempt to keep "White Base" from leaving. At this time, we alsdo see Frau Bow (Amuro's only friend, at this time anyway) gathering civilians for evacuation. Meanwhile, Char and Saylah meet and we find out that they are brother and sister--and are fighting on different sides.

Amuro, in his mobile suit, is sent into space to guard "White Base" as it leaves Side 3. While carrying out his guard duties, Amuro and Char have their first mobile suit battle of the series. Amuro manages to kill one of Char's men which makes Char very angry.

By the end of the episode, "White Base" has successfully escaped with the civilians and its new crew. Noah is the commander, Saylah is communications officer, Mirai is the pilot, Frau Bow is the medic, and Amuro is the mobile suit operator. These characters acquired these jobs by the simple method of surviving when everyone else was killed! (Also, in this episode, we got a glimpse of Dozuru Zabi.)

URUSEI YATSURA #136
by Ray Elliott

This episode opens with Ran's basket of fish being eaten by snow rodents which fall from the sky. Of course, Ran gets very upset at this and goes to Pluto to blame the Snow Queen for this problem. After ranting at the Snow Queen, Ran returns to her saucer and finds that one of the rodents is in her saucer. The critter heads for the fridge and the munchies therein. Ran tries to stop him and gets coke in the face for her trouble. She then chases the critter around the saucer and catches him.

Just as Ran is doing her best to squeeze the life out of the captured rodent, Lum and Benton show up. The Snow Queen has asked them to try to talk to Ran. After a chat with Lum and Benton, Ran decides to leave because the Snow Queen is coming. However, the Snow Queen arrives before Ran can leave and everyone sits down to talk.

Ran gets mad and leaves before much is accomplished. The Snow Queen, Lum, and Benton chase after her to try to straighten this mess out. This chase provides for some comic interplay between Benton and Ran. When Ran is finally found, everyone returns to Ran's ship and the Snow Queen decides to question the critter by using her powers. The episode ends with the inside of Ran's saucer covered with huge icicles, the critter sweating icicles, and Ran, Lum, and Benton pinned down by icicles.

SAINT SEIYA #6: Phoenix! Warrior Who Saw Hell
by Jeff Wong (reprinted from OUT OF THE CHAOS #8)

In the last episode, Seiya the Pegasus and Shiryu the Dragon went into a death duel without the protection of their armor. Seiya spotted Shiryu's weakness and was victorious. He also saved Shiryu from death and thereby established a strong alliance.

While Seiya was the victor, his injuries are more grevious than those of his opponents, forcing Seiya to be hospitalized. Shiryu visits Seiya, thanking him for saving his life. But the real reason behind his visit is soon revealed as he has a confidential chat with Seiya.

While Seiya was saving his life, Shiryu was being supported by Shun. As Shiryu came to, he noticed that Shun's Andromeda chains were reacting strangely. Shiryu realized that the chains would go into tension and point toward the greatest threat to the wearer when danger was nearby. Shiryu became suspicious as to what caused this reaction, since it had never before done so around any of the saints presently at the arena. Then it occured to Shiryu that only nine of the ten saints are accounted for.

Later, Shun takes on Tabu the Unicorn. The contest soon becones apparent as to who will win. Shun's "Andromeda Cloud" proves to be the most perfect weapon in both offense and defense. In spite of valient efforts, defeat is inevitable for the battered Tabu.

Suddenly, Shun's chains completely ignore Tabu and to the Sagittarius Cloth display stage. While everyone wonders about this strange behavior, the chains spell out "AXIA" to Shun. As Shun looks to the center of the stage, all the lights in the stadium go out at once. Then the Sagittarius box opens,and from it emerges a mysterious figure. The chains are at their greatest tension and they fly out without warning towards the figure. Shiryu nw realizes that this figure is not only the missing saint, Phoenix, but is also his old aquaintence and Shun's older brother, Ikki.

However, when Phoenix strikes down Shun, everyone becomes doubtful as to whether or not the masked figure is indeed Shun's lost brother. The masked man removes his mask...

HOKUTO NO KEN #93
By Robert Gibson

Kumo no Juuza vs Raoh, Round One continued. Has the "King

of Fist" finally met his match in the wily Go Sha Sei who knows how to get his goat (Well, maybe something a bit larger than a goat) and has been doing so since childhood? Yes, this is the episoide we've all been waiting for, don't miss the ending!!!

CITY HUNTER #9
By Robert Gibson

Ryo comes to the aid of a beautiful woman with an uncanny ability to sense things, an ability she uses to great skill in gambling. Unfortunately, it has also brought her trouble in the forms of a disgruntled cardsharp and a notorious Gambler, both seeking to put her abilities to their own use.

VOTOMS #19
By David Stowell

Last episode, Chirico was on his way downriver to party with the guerrillas at a temple hide-away. This episode starts with a flashback to Chirco and Stringbean in the Big Man's office, with Jan-Paul on the sidelines. Stringbean mouths-off again, and this time, he not only does not impress the Big Guy, he bugs Jan-Paul as well.

On the river, Chirico and his buddies get a scenic view of the countryside and have a chance to reflect on life, the universe, and girls. The kid's been having problems on account of how he likes the Rebel Girl, despite the fact that she keeps trying to make hamburger out of him. (A guy I know named Joe Flitwater had the same problem when he was going with Daisy-May Sluggo. He lucked out, though, he only lost a couple of fingers before they got married.)

Anyway, the guys are trying to disguise themselves and sneak down river when a native boat appears. Some lemmings search it for contraband, but don't find any. Stringbean tries to prove his macho by blowing it out of the water. The kid gets kind of upset, but from the way it exploded, it looks to me like the boat might have been carrying something it shouldn't have. Anyway, no one wants to warn the rebels that they are coming.

At the guerilla command base, the rebels lay more plans while super-brat keeps trying to show how tough he is.

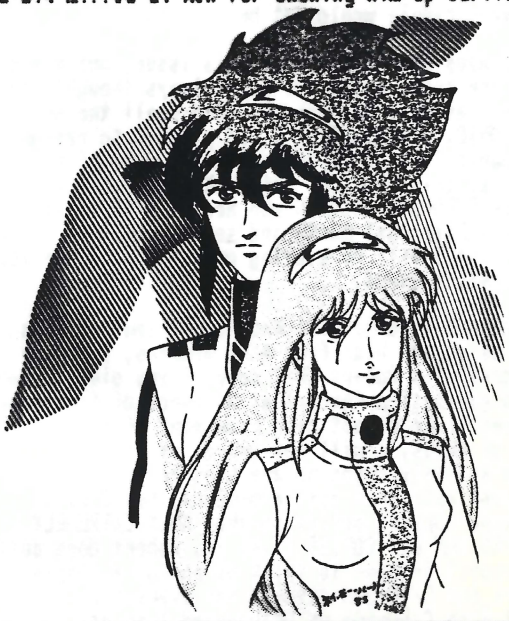
When the boat comes up on the target, everyone scrambles for their armor and gets ready to get it on against the rebels. Once ashore, the unit starts searching for guerrillas. The locals don't like it. Seeing as how there are rebels hidden all over making sure they cooperate, I can see why. Things get pretty tense as the unit pokes around; and Chirico smells real trouble. On the way out, Stringbean spots a suspiscious looking load on a boat and opens fire. This sets off the ammo on it and sets off the ambush.

The party's on as hidden guerrillas open fire from all over. These people are pretty smart, they use lots of missile launchers. A mess of Standing Turtles come out to play, and things get interesting real fast. Chirico almost gets scragged by one that tries wrestling with him. Before the other guy can blow him away, Chirico flips up his visor and shoots the guy with a pistol. (Jake Sluggo calls it a real man-sized piece of shooting and I agree!) All the shooting causes the building to start coming apart; and if it's not as good as the base blow-up a while back, it's still pretty impressive all the same.

While Chirico and Stringbean are having a talk afterward, a lone chopper shows up and sets down. Vanilla Vartla pops out in a lemming uniform, as a new copter pilot reporting duty. Stringbean is just THRILLED by this new addition to his unit. Chirico takes the opportunity to do some Real-Man kind of thinking as the episode ends.

HOKUTO NO KEN 2 #116
by Robert Gibson

Gen Tou Ko Ken Falco has decreed Lynn (the Leader of the Hokuto army) must die and Kenshiro is nowhere around. Her only hope lies with the Nanto Sou You Ken brothers, Gil and Hazu, but can even their power match the strength of the arua wielder? Her fate is even more in doubt as Ken is waylaid by the mysterious Kempo boxer, Ain, who is still a bit miffed at Ken for showing him up earlier.



A LETTER FROM THE EXECUTIVE

ANNOUNCEMENTS: As Robert Gibson announced last meeting that he will be resigning as Chapter Secretary/Representative effective the first of next year, we will be electing a replacement to serve out the remaining few months of his term at the January meeting.

Because of this, we are changing the mailing address of C/FO-SAN ANTONIO. Effective immediately, send C/FO-SAN ANTONIO mail to:

C/FO-SAN ANTONIO
c/o Randall S. Stukey
4122 Tallulah
San Antonio, TX 78218-3452

ACTIVE MEMBERS AND PASSIVE MEMBERS: If you have not read the Assistant Editorial that is included as a seperate insert in this newsletter, PLEASE GO READ IT AND THEN COME BACK HERE, what I am going to say will make very little sense unless you have read what Robert has to say. (YES, I mean it, please go read it now.)

Sigh. Robert has some good points. It would be nice if every member of this organization was active and spent all their spare time writing letters and articles and doing massive tape-copying for others instead of sitting on their duffs and waiting for us to do it for them. The demands some members of this organization place on our time are outrageous---especially when you consider that the most demanding members are usually the ones who do the least for the organization.

However, in my opinion, Robert's demands are equally outrageous. This is a fan club and in every fan club I have been in (and that is quite a few, I have been involved in fandom--on and off--since the days the original STAR TREK was on the air), 5 members are active for every 95 members who sit on their duffs and do nothing.

I believe that Robert would like to cut the size of the

C/FO-San Antonio down to just those (relatively) few people who regularly come to meetings or who are active enough to satisfy his as yet unspecified activity requirements. Although I would like to see everyone in this organization active and DOING THINGS just as much as he would, I am afraid that I cannot agree with or SUPPORT his desire to pare C/FO-SAN ANTONIO down to the bone just so we can be the only fan-organization I have ever heard of to be able to say that 100% of our membership is active. After all, C/FO-SAN ANTONIO must be meeting some need or so many people would not be joining.

Robert and I have openly broke on this issue, our views and desires are poles apart. I have always thought that any break such as this between us would spell the doom of C/FO-SAN ANTONIO. Originally, I had planned to resign from the organization if Robert did as my form of protest to his actions, this plan was not looked on too favorably by members of C/FO-SAN ANTONIO who heard about it at Dallas Fantasy Fair last month and several of them talked me out of it, so I will be staying on as long as the local members want me, I guess.

Please let Robert (and myself) know your views on this matter. If we do not hear from many members, I may be forced to agree with Robert that none of you give a damn about this organization (except as a source of free tape copies). Even if we do not hear from many of you in the next couple of weeks, I will not change my mind on strongly and actively opposing any plan to cut C/FO-SAN ANTONIO to just extremely active members, but I will change the tape-copying policy so that ONLY EXTREMELY ACTIVE MEMBERS CAN GET COPIES (i.e. if, Robert does quit over this, expect to have to think up and do a couple of hours of work for C/FO-San Antonio for every hour of tape copy you get from C/FO-SAN ANTONIO---and I am not joking!!!)

NEW MEMBERS: Stephen Brown, a Yamato and Robotech fan, joins us from Highland, TX. Clinton Bartee joins us from Havelock, NC. Mary Lynn Wirick from Irving, TX is a Macross and Hokuto no Ken fan. Mike Gordy is a Robotech and Area 88 fan from Live Oak, TX. Richard Norris joins us from Summerville, SC. Frank Kays is a Gundam and Lupin fan from right here in San Antonio. From the far north, Dave Dion of Kelowna, British Columbia is joining us. He is a fan of Orguss and Z Gundam and is starting a Robotech fan club. And finially, we have another addition to the local family, Stephen Montalyo of San Antonio, TX. He likes Nausicaa and Project Ako. A hardy welcome one and all!

TAPE THANK-YOUS: Cindy Ward sent the Border Planet, the Ge Ge Ge no Kitaro Movie, and the Phoenix 2772 tape. Thanks to Lory White (who provided the laser disk player) and Pat Munsion-Siter who provided the laser disks, we now have an excellent copy of Harmageddon and Vampire Hunter D (which was replaced on its old tape). From a "little bird" we received a copy of a live action Hokuto no Ken movie (this is really funny, Pat White was rolling on the floor during parts of this--definitely one of the high points of DFF [see, Lory, I didn't forget to mention it!]). Last, but definitely NOT LEAST, Pat Munson-Siter also sent a tape with Saint Seiya #46-49 and some subtitled Romance of the Three Kingdoms. Thank you one and all!

MERRY CHRISTMAS TO ONE AND ALL FROM ALL OF US IN SAN ANTONIO!

Randall S. Stukey
Chapter Executive

NEW ANIME

The following new tapes have been received. As usual, the episode numbers and such are not necessarily correct, but they are the best we can do at this time. The latest version of the C/FO-SAN ANTONIO taping rules and master tape list were printed in the November 1987 issue. Please follow them.

TAPE	SPD	CONTENTS
M004	2hr	Vampire Hunter D
M036	2hr*	Harmageddon
M037	2hr	Phoenix 2772 (English)
X035	2hr	Kamui the Ninja Boy (English), Ge Ge Ge no Kitaro movie, previews, Ge Ge Ge no Kitaro ep
X036	4hr	Queen 1000, Border World, City Hunter (4 ep)
X037	4hr	Saint Seiya #36-39, Romance of the Three Kingdoms (Subtitled episodes)
L1	2hr	Hokuto no Ken Movie (Live Action)

TAPING RULE VIOLATION NOTICES:
The following people have sent tapes in violation of our taping rules, if you know these people please have them correct the situation by 31 December 1987 or their tapes will be forfeited!

BUCKY POTTER (Austin, TX): Sent 3 tapes instead of the maximum of 2. Sent money instead of required self-addressed stamped mailer.
JEFF WONG (Denver, CO): Sent 3 tapes to have episodes from one tape placed on at a different speed. Sent check instead of required self-addressed stamped mailer.

Both of these people need to correct their problem, I will not waste any of my limited time writing and explaining things to them beyond the explanation given above!

IMPORTANT NOTICE
Several articles and much artwork had to be cut from this issue due to the long insert booklet (20 pages) on GATCHAMAN and a promise that I would print Robert's "Assistant Editorial". Articles by Robin Lane, Jay Stranahan, and some stray person writing under a psuedo-Japanese psuedonym were keyed in and even layed out before it was determined that there would not be enough room in the 10 sheets allowed for this issue. I could not add the 11th sheet without going $50 over budget for this issue (because the 11th sheet would raise the postage costs), $50 may not sound like much but it would have been one-third the cost of printing and mailing what you are receiving!!! Printing and Postage are expensive.

We'll try to fit them in next time as the insert booklet will not be as long.

LESS IMPORTANT NOTICE
by Randall Stukey
I have been temporarily laid-off and CANNOT spare the money for long distance calls. If you need to talk to me you will just have to keep calling until you get me, I can not afford to return calls left on the answering machine.